Project Presentation

* Members
  + Jordan Sims
  + Cassandra A. Cohen
  + Grant Fairbairn
  + Ronald Durham
* Tools Used:
  + HTML/CSS
    - The front-end of our game was written in HTML with CSS used for styling
  + JavaScript
    - The back end of our game was written and scripted in JavaScript
  + Node.js
    - Node.js is a runtime environment we used to test and debug JavaScript code
  + Heroku
    - Heroku was used to host our application online
  + Discord
    - Discord was used by the group members for project management and team communication
  + GitHub
    - GitHub was used for version control while the group worked on the app
  + IntelliJ IDE
    - The IntelliJ IDE was used for a portion of the JavaScript and HTML/CSS coding/scripting. It was also used extensively for JavaScript and HTML debugging.
  + Notepad++, Sublime Text
    - These programs were used for scripting and HTML
  + Card Creator & Clip Studio
    - These two pieces of software were used for creating the card art as well as the deck at for the game
  + Python (Discarded)
    - The initial back end for our project was written fully in Python. It was eventually decided that the project would be done in JavaScript and so it was converted from Python to JavaScript
  + PyCharm IDE (Discarded)
    - Parts of the original Python script were written and debugged in the PyCharm IDE
  + Visual Studio Code IDE (Discarded)
    - Parts of the original Python script were written and debugged in the Visual Studio Code IDE
* Challenges
  + New Concepts
    - Below is a list of things the group had never worked with before that we learned on our own, as well as over the course of the course, that were initial challenges:
      * JavaScript
      * HTML/CSS
      * Heroku
  + Scheduling Across Time Zones
    - The group is in multiple time zones, making meeting times difficult at times
* Changes
  + Pivot From Python to JavaScript
    - Our initial script for the game was written fully in Python. About halfway through, we decided it would be best and easiest, from a presentation standpoint, to use HTML for the front-end of our game. At first, we attempted to figure out if we could get the Python script working with the HTML. It quickly became obvious that it would be incredibly difficult to do so, so we instead rewrote the back end completely in JavaScript.